

Sgt. "Ack-Ack" Jack Harvey

Jack Harvey was a reporter for *The Manchester Guardian* prior to the war. He started out doing opinion pieces. Jack became well known for his calls for Britain to rearm in response to Nazi Germany's aggressive build up, and for firing back sarcastic barbs at his detractors.

He volunteered in 1940, and was deployed to the western desert of Africa. It was there that his power manifested. He can use a submachine gun to deflect anything attacking him, from bullets to artillery shells, to hand grenades. The gun "fires" and the shells explode, though no bullets are actually used.

After his power manifested, his background as a reporter brought him to the attention of SSO-M, who recruited him.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d6, Investigation d8, Notice d6, Persuasion d8, Shooting d8, Stealth d4

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 5; **Sanity:** 6

Hindrances: Big Mouth, Curious, Loyal

Edges: Arcane Background (Super Powers)

Gear: Fairbairn-Sykes Fighting Knife (Str+d4, AP 1), Webley .38/200 Service Revolver (12/24/48, 2d6+1, Shots 6, AP 1), Thompson Submachine Gun (12/24/48, 2d6+1, RoF 3, Shots 50, AP 1, Auto), No. 36M Hand Grenade (5/10/20, 3d6, Medium Burst Template).

Super Powers

- **Deflection (5):** Level 6; requires a machine gun.

Lt. James "Matilda" Newland

James Newland is a quiet man. Bullied in school and physically abused by his father, much of his childhood was spent disappearing from sight, hiding from his tormentors and retreating into his own world. After graduating from university, his dream job posted him in the Australian Outback for eight years as a geologist. When his nation called for able-bodied men to join the fight against the Nazis, James was overcome with patriotism and enlisted in the Australian Army. His education fast-tracked him into an officer's commission.

James' power appeared in the North African desert. Fighting alongside a regiment of British Matilda tanks, James was struck by machine gun fire that simply bounced off him. His prayers as a young boy—that he could laugh in the face of his abusers—were answered. The men around him joked that he was harder to penetrate than the Matilda tanks accompanying him. Since the tanks' name was reminiscent of "Waltzing Matilda", the song closely associated with Aussie troops, the British soldiers started calling him "Lt. Matilda". He's not crazy about the nickname, but he doesn't try to stop it.

Although trained as a geologist, James has some understanding of archaeology as well. There are some very strange and disturbing things hidden in the Outback, and James had his own brush with the Mythos. SSO testing uncovered this aspect of James' background, making him an excellent candidate for SSO-M.

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d4, Vigor d6

Skills: Fighting d6, Investigation d6, Knowledge (Archaeology) d6, Knowledge (Mythos) d4, Notice d6, Shooting d6, Stealth d6, Throwing d6

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 7 (2); **Sanity:** 4

Hindrances: Cautious, Loyal, Overconfident

Edges: Arcane Background (Super Powers)

Gear: Fairbairn-Sykes Fighting Knife (Str+d4, AP 1), Webley .38/200 Service Revolver (12/24/48, 2d6+1, Shots 6, AP 1), Thompson Submachine Gun (12/24/48, 2d6+1, RoF 3, Shots 50, AP 1, Auto), No. 36M Hand Grenade (5/10/20, 3d6, Medium Burst Template).

Super Power

- **Armor (5):** AP 2 (Heavy).

Cpl. Hugh "The Plumber" Mackenzie

Hugh Mackenzie graduated trade school as a plumber. He fancied himself an inventor, but his devices never amounted to anything. Half-finished projects littered his flat. Although mechanically inclined, his designs were always too over-reaching and too complicated to be practical.

He was conscripted into the army when war broke out. He found himself working on tanks in the North African desert, far away from his native Glasgow. During an advance on Rommel's forces, Hugh was moved up to the front line to repair some tanks that were breaking down in the heat. While with the tanks, Hugh survived an attack by a strange band of masked Nazis, Nazis he later learned were part of Black Sun.

Days after the attack, during some down time, Hugh started tinkering with some scraps as a way to calm his nerves. He ended up building an air conditioning unit, which was a welcome sight for those around him. When it was discovered that the unit only worked for Hugh, people started to suspect that there was more to Hugh's machine than just inspired plumbing. Hugh was sent for Talent evaluation and training. His encounter with Black Sun brought him into contact with SSO-M.

Hugh has since turned his air conditioning unit into a portable Freeze Ray projector. He also created a Universal Translator.

Attributes: Agility d6, Smarts d6, Spirit d10, Strength d6, Vigor d6

Skills: Fighting d6, Repair d8, Notice d6, Shooting d8, Stealth d6, Throwing d4

Charisma: -1; **Pace:** 6; **Parry:** 5; **Toughness:** 4; **Sanity:** 7

Hindrances: Habit (perspires all the time), Loyal, Small

Edges: Arcane Background (Super Powers)

Gear: Fairbairn-Sykes Fighting Knife (Str+d4, AP 1), Webley .38/200 Service Revolver (12/24/48, 2d6+1, Shots 6, AP 1), Lee-Enfield Mk.III Rifle (24/48/96, 2d8, Shots 10, AP 1, Snapfire), No. 36M Hand Grenade (5/10/20, 3d6, Medium Burst Template).

Super Powers

- **Paralysis (3):** Range 12" Device, Contrail.
- **Omni Super Skill (2):** 2 levels, device, can only be used in Languages.

Sgt. Edward "The Gecko" Bell

Sgt. Ed Bell is a career infantryman in the U.S. Army. Bell, a native Texan, excels in small arms, but he has yet to see actual combat as he joined the army in the inter-war period.

Ed's ability manifested in late 1941 after a visit to his camp by a small group of British Talents. There seemed to be no hardship or distress involved. Ed simply wanted to become a Talent, and the next thing he knew, he was one. It was only later, when he encountered Section Two psychologists, that Ed's repressed memory about falling out of a tree and breaking his arm as a child returned to him. A fear of heights almost got the better of him during the obstacle course in basic training, but Ed managed to muddle through. Now that his power has manifested, Ed's fear of heights is no more.

Besides the manner of his manifestation, Ed had the people at Section Two scratching their heads as to what to do with him. His ability is an odd fit. He can climb any surface, as though his hands and feet were sticky. While an interesting power, to be sure, it is of limited use on the field of battle. He scored high on Section Two's aptitude test for "mental toughness." With no one chomping at the bit to pick him up immediately (other than the OSS, the perennial "take what you get" branch), Section Two transferred Ed into its Majestic division.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Knowledge (Communications) d4, Notice d6, Shooting d8, Stealth d8, Throwing d6

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 6; **Sanity:** 5

Hindrances: Bad Eyes (Minor), Heroic, Loyal

Edges: Arcane Background (Super Powers), Brawny, Danger Sense

Gear: Fairbairn-Sykes Fighting Knife (Str+d4, AP 1), Webley .38/200 Service Revolver (12/24/48, 2d6+1, Shots 6, AP 1), Lee-Enfield Mk.III Rifle (24/48/96, 2d8, Shots 10, AP 1, Snapfire), No. 36M Hand Grenade (5/10/20, 3d6, Medium Burst Template).

Super Powers

- **Speed (4):** Pace 24; -1 to those who attack; contingent with Wall Walker.
- **Wall Walker (1).**

Sgt. John “The Stinger” Sinton

John Sinton, heavyweight boxer with 12 career knockouts, knew to get out of the profession before he took too many concussions and before the mob started leaning on him to throw fights. He was just slightly too late on the latter score, winning his last bout instead of losing like he was told. Before the mob could catch up to him, he fell into the arms of Uncle Sam and joined the U.S. Army. He had just cleared basic training when the Japanese attacked Pearl Harbour. The angry boxer put on his boxing gloves and did some shadow boxing the night he heard of the attack. He ended up throwing a punch at a door. One little complication: the door was that of a disliked sergeant some 40 feet (12m) down the hall.

John received Majestic clearance simply because someone in Section Two requisitioned an additional Talent to go on the Vågsvåg mission. He knows nothing of the Mythos, but that's about to change.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d10, Vigor d8

Skills: Boating d4, Fighting d10, Notice d6, Shooting d6, Stealth d6, Throwing d6

Charisma: -2; **Pace:** 6; **Parry:** 7; **Toughness:** 6; **Sanity:** 5

Hindrances: Enemy (The Mob), Mean, Vengeful (Major)

Edges: Arcane Background (Super Powers)

Gear: Fairbairn-Sykes Fighting Knife (Str+d4, AP 1), Webley .38/200 Service Revolver (12/24/48, 2d6+1, Shots 6, AP 1), Thompson Submachine Gun (12/24/48, 2d6+1, RoF 3, Shots 50, AP 1, Auto), No. 36M Hand Grenade (5/10/20, 3d6, Medium Burst Template).

Super Powers

- **Attack Melee (5):** Range 12" Str +2d6, AP 2; must punch the air, requires boxing gloves.

Cpl. Bill “The Dartsman” Robinson

Bill Robinson is a bus driver from Liverpool. He is also an excellent darts player, winning several local and regional tournaments. His Talent showed up during training in early 1941. Bill can throw objects with eerie precision, far in excess of what he could do while playing darts. Some of his abilities—like listening—suddenly became a whole lot better.

Bill was deployed with No. 4 Commando after his Talent training, and was wounded on a raid in France. He has since recovered from his wounds and is back in action. He saw some *strange* things (the exact nature is up to the player) during one of those raids, which resulted in him being pulled into SSO-M as a rare Mythos-aware Talent.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d8

Skills: Driving d8, Fighting d8, Notice d10, Shooting d8, Stealth d6, Throwing d12

Charisma: -6; **Pace:** 6; **Parry:** 6; **Toughness:** 6; **Sanity:** 5

Hindrances: Bloodthirsty, Loyal, Ugly (Scar)

Edges: Arcane Background (Super Powers)

Gear: Fairbairn-Sykes Fighting Knife (Str+d4, AP 1), Webley .38/200 Service Revolver (12/24/48, 2d6+1, Shots 6, AP 1), Lee-Enfield Mk.III Rifle (24/48/96, 2d8, Shots 10, AP 1, Snapfire), No. 36M Hand Grenade (5/10/20, 3d6, Medium Burst Template).

Super Powers

- **Super Skill (5):** Notice +2 Steps, Throwing +3 Steps.